

CLAIMS

What is claimed is:

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1. A system which interacts with participants and performers, said system comprising:
  - 5 an immersive virtual reality environment;  
at least one performer input device in electronic communication with said immersive virtual reality environment;  
at least one participant input device in electronic communication with said immersive virtual reality environment;
  - 10 at least one performer output device in electronic communication with said immersive virtual reality environment;  
at least one participant output device in electronic communication with said immersive virtual reality environment;  
wherein at least one live performer interacts with
  - 15 at least one participant and said immersive virtual reality environment;  
wherein at least one participant interacts with the live performer and said immersive virtual reality environment, thereby resulting in an experience which is in part controlled
  - 20 by the participant and said participant input device.
2. The system of claim 1 wherein said immersive virtual reality environment further comprises:
  - at least one processing device;
  - system data;
  - 25 output data; and

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a network, said network connecting said processing device, said performer input and output devices, and said participant input and output devices in electronic communication, thereby transmitting said system data and said output data to the performer and the participant.

3. The system of claim 2 wherein said participant output device further comprising:

at least \one seat;

at least one virtual reality display; and

10           at least one participant audio device;

said participant input device further comprising:

at least one hand-held keypad; and

at least one participant microphone;

said performer output device further comprising:

15           at least one live video image of the participant;

and

at least one speaker, said speaker transmitting said  
participant microphone input to the performer;

said performer input means further comprising:

20 at least one live video image of the performer; and

at least one performer microphone;

wherein the participant views said output data from  
said immersive virtual reality environment and said live video  
image of the performer through said virtual reality display  
25 and provides feedback to said immersive virtual reality



audio data in accordance with said system data of said control computer;

5       said video processor processes said live video image of the participant, said live video image of the performer, and said graphical images in accordance with said system data of said control computer; and

      said video switcher switches said live video image of the performer with said graphical data in accordance with said system data of said control computer;

10       thereby selectively providing said graphical images, said audio data, and said live video image of the performer in said virtual reality display, and selectively providing said participant microphone input, said performer microphone input, and said audio data to said participant audio output means.

15       7.   The system of claim 6, said immersive virtual reality environment further comprising:

          a control station;

          said control computer further comprising:

          a registration computer;

20       said system data further comprising:

          participant information;

          wherein the participants register participant information into said registration computer for interactive use in said immersive virtual reality environment.

25       8.   1.   A system which interacts with participants and performers, said system comprising:

an immersive virtual reality environment, said  
immersive virtual reality environment further comprising:

at least one processing device;

system data;

5 output data; and

a network;

at least one performer input device in electronic  
communication with said immersive virtual reality environment;

at least one participant input device in electronic  
10 communication with said immersive virtual reality environment;

at least one performer output device in electronic  
communication with said immersive virtual reality environment;

at least one participant output device in electronic  
communication with said immersive virtual reality environment;

15 wherein at least one live performer interacts with  
at least one participant and said immersive virtual reality  
environment;

wherein at least one participant interacts with the  
live performer and said immersive virtual reality environment,  
20 thereby resulting in an experience which is in part controlled  
by the participant and said participant input device;

said network connecting said processing device, said  
performer input and output devices, and said participant input  
and output devices in electronic communication, thereby  
25 transmitting said system data and said output data to the  
performer and the participant, and

said network connecting said immersive virtual reality environment and said participant input and output devices across the Internet.

9. A method of providing interactive communications  
5 between participants and performers comprising the steps of:

(a) providing an immersive virtual reality environment

(b) providing at least one performer input device  
10 in electronic communication with said immersive virtual reality environment;

(c) providing at least one participant input device  
in electronic communication with said immersive virtual reality environment;

(d) providing at least one performer output device  
15 in electronic communication with said immersive virtual reality environment;

(e) providing at least one participant output device in electronic communication with said immersive virtual reality environment;

20 (f) having at least one performer interact with at least one participant and said immersive virtual reality environment;

(g) having at least one participant interact with at least one live performer and said immersive virtual reality  
25 environment, thereby resulting in an experience which is in

part controlled by the participant and said participant input device.

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